

T A R G E T G A M E S P R E S E N T S

CHRONICLES™



#8 1997

EXCLUSIVE DARK
EDEN PREVIEW!

MISHIMA
SWORDMASTERS!

NEW ELITE FORCE
FOR BAUHAUS!

AND A LOT MORE!!!

WARZONE™

**MUTANT
CHRONICLES**

ISBN 91-7898-483-1



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Heartbreaker™





WARZONE

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#9629



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Heartbreaker

CONVERT AND PAINT!

Painting your own figures is one of the best parts of wargaming. It's a great feeling to see your own artwork on the battlefield — slaughtering and butchering all the enemy's units, beating the crap out of your opponent — but it's even better when they're your own "unique" figures, figures unavailable to anyone else. Yes, I'm talking about figure conversions, one of the most exciting aspects of our hobby that can be as much fun as actually playing the games. Even if you're not a great painter, you can still do some stunning conversion work. For example, I'm planning to customize all of my Dark Legion figures — adding spikes, extra weapons strapped to their backs, cloaks and lots of other stuff.

The fourth book for Warzone, Dark Eden, should be in the stores in the end of the summer. Dark Eden will include four completely new forces along with additional corporate, Dark Legion and Brotherhood units. It will also give you all the details on the new equipment and all the special rules you'll need for playing in the Lost Paradise, dear old Mother Earth. Personally, I already like the Sons of Rasputin best (you'll know why when you see them), but I'll probably paint a figure or two from each new force because they all are amazing works of art. Lutheran Triads, Templars, Crescentians — and it'll be hard to keep from getting all those new Dark Legion beasts!

See you next month!

Sami Sinervä
Editor in Chief

CONTENTS

FEATURES

- MASTER THE SWORDS!**.....10
Yoroma's Swordmasters are just what they claim to be: Mishima's masters of the sword! Here you can read all about their background, stats, paint schemes, new special rules and a special template for Swordmaster use only.
- DARK EDEN**.....12
Dark Eden is the fourth book for Warzone. Read all about it here...
- JUST A WALK IN THE PARK!**.....18
Sergeant Buck is back with a new thrilling story to tell. This scenario continues the saga of the Comet Fragments begun in Chronicles from the Warzone #4.
- DIE SPEZIAL ATTACK KAMPFGRUPPE**.....21
It's old soldiers' month! Max and Val are also back to show you their own personal attack force, Die Spezial Attack Kampfgruppe. Check out these new rules, stats, equipment and more.
- CONVERT YOUR WAY TO VICTORY!**.....26
Jeremy shows you the basics of converting your own figures. Everything you need to get started is here.

DEPARTMENTS

- THE WORLD OF MUTANT CHRONICLES**4
News from around the world...
- NEW FIGURES**.....6
- THE NATIONAL SECTION**.....28
- QUESTIONS & ANSWERS**.....30
- TEMPLATES**.....31

CHRONICLES



#9661



A SMALL PART OF THE DESIGN CREW:



**SAMI
SINERVÄ**

"Wow... I like 'Wampire' movies!"



**DAVE
JONES**

"Sorry... That's a TYPO!"



**JOHN
ROBERTSON**

"It's just not mental enough!"



**STEFAN
LJUNGQVIST**

"The whole enchilada!"



**JONAS
MASES**

"Sepultura from BRAZIL!!!"

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CARTEL OPERATIONS REPORT- SAN DORADO OFFICE- 2ND OPFORCE

To: Inquisitor Robertson, 2nd Opforce OIC
From: Wolfbane Chieftain Padraic Canain,
2nd OPFORCE Intel Section
Re: Total Confusion Heretic Operations (as
per Standing S.O.P. Directive JS-
13@f44-8R)

Total Confusion, one of the largest gaming
conventions in the New England region,
ran this year between February 20-23 at
the Ramada Inn in Andover, MA. I am
pleased to report to you that the Total
Confusion Warzone team succeeded in
converting an unprecedented number of
Heretics and other lost souls to our
glorious Warzone religion.

miniatures room was of course the entire Legion of the
Cardinal's finest warriors, the Heartbreaker Hobbies
Freelancers.

This elite force of five hand-picked Cartel Operatives (Tony
Swanson, Kraig Koranda, Jim Williamson, Patrick Cannon and
their glorious leader Les Robertson) converted many heathens
to the religion of Warzone by demonstrating just how fast and
furious battles can get in the Mutant Chronicles universe.
Judging from the attendance at the ongoing demos, Warzone
was yet again a popular convention attraction — next door in
the dealer's room, the Cartel Affiliated booth for the game
store War & Pieces sold out of its stock of Warzone rulebooks.

The highlight of the Warzone demonstrations was the late
night Freelancer-Only battle, a fast, brutal, and exciting conflict
between the Illian Templars and the Brotherhood Troopers
played out on an awesome Mars warboard built by
Freelancer Jim Williamson. This battle might become
legendary around the gaming tables. The incredible rout
of an entire squad of Sacred Warriors, the rude snickers
that greeted the appearance of Father O'Blivion, and all
the shouting, gesturing, and expert tactical commentary
("you suck!" was popular) all contributed to making the
battle one for the record books.
In other convention news, the Vampire LARP drew over 100



Once considered a
miniature gamer's
heaven, Total Confusion
now offers a staggering
variety of gaming events.
With CCG tournaments
(including Highlander,
arena-style Magic, and
L5R), large-scale
Vampire LARP, the
regional Star Fleet
Battles Championship
tournament, and a
healthy assortment of
games of the Puffing
Billy variety, Total
Confusion is a
paradise for all kinds
of gaming

people each night as the vampire city of Enoch was returned to
Earth and one of the ancient Antediluvians awoke to hunt the
Children of Caine. Rumors of TSR filing for Chapter 11 bankruptcy
continued to reverberate throughout the gaming world, as did
the closure of Mayfair Games that same week. Luckily, my sources
with Winsome Games report to me that Mayfair's popular 18xx
series of railroad games may have found a new US distributor and
should be re-released soon by the new company.

With this year's excellent attendance and great convention
staff, Total Confusion should be back next
year even better than ever. I highly
recommend our operatives return for a
repeat engagement.

Regards,
Padraic Canain
Wolfbane Chieftain, Cartel 2nd OPFORCE,
San Dorado INTEL section



WORK IN PROGRESS -THE BIO GIANT-

enthusiasts. Still, the heart of the
convention is still the miniatures room, housing the
brotherhood of true gaming fanatics.

Some of the wonders of this gaming room included a 15-foot-
long Battletech warboard, in continuous use by at least ten
people, and an equally huge (and apparently bloodstained)
Circus Maximus coliseum surrounded by a savage mob ("flip,
flip, flip!"). Other attractions included a series of naval historical
simulations and some science fiction games produced by other
companies. Saving the best for last, the crown jewel of the



DAVE "THE 19:TH EXECUTIVE" JONES

For a long time the masses in the solar system, on the worlds of the Mutant Chronicles, have wondered, "Where does the power of the Cybertronic corporation come from?! What is it that makes their technology so well protected from the Dark Symmetry? Is Cybertronic part of the Dark Soul's plans to wipe out the entire human race?!" Dave Jones knows many of the secrets of the Cybertronic corporation, and has fielded the Cybertronic army in more games than you ever could believe. So the thought occurred: maybe he'd like to tell us some of the secrets! Then again, maybe he doesn't...

Full name: Dave Jones, "Grandmaster of Design"

Age: 22

Born in: Limestone, Maine, USA

Chronicles: As before, I will start asking you how you got into the Games Design business! Before you started at Heartbreaker, what kind of experience did you have?

Dave: I was an avid gamer and I was at the right place at the right time... Basically! I entered a Doomtrooper tournament at Showcase comics in Granite Run mall '95, and I won. Soon after that Bob, the owner of Heartbreaker, asked me to do demos on Doomtrooper for Gencon. Then two days after I had returned home, Bob offered me a job! Warzone had just been released, so I started working on that project.

Chronicles: So you've been working for Heartbreaker/Target Games for how long now?

Dave: Nearly two years!

Chronicles: Apart from the games designing, is there anything else you do at the studio?

Dave: Right now I am doing an interview (huh huh). Besides, this is only my second day in Scotland. I will be doing other things, cleaning the toilet and menial stuff like that, but mostly design.

Chronicles: We know that Cybertronic is your favorite force in Warzone. Why?

Dave: I like the way they look, mostly. I like the electronic cyborg kind of thing and the mystery behind them. Hmm. Trying to think what really turns me on about them... Aaah.. <Dave looks more confused than he normally does. Editors note> I like the whole chaotic thing about them. I don't know if they are gonna run amok on me anytime...

Chronicles: A question that always pops up in my mind is that, is Cybertronic an alie to the Dark Soul? What is your point of view on this?

Dave: Personally I think they always work for themself: self-preservation on others expense. I don't think that they are a part of a Dark Soul - I just think they are into the technology and don't give a shit about the

Brotherhood, and that's why the Brotherhood blames them for heresy.

Chronicles: Do you have any really funny experiences or memories when fighting with the Cybertronic force? Any tips?

Dave: I always think that the best part is when I see my own guys go amok, and start shooting and blowing away my own dudes. That's hilarious.

What I always recommend to a Cybertronic player is that they take a full squadron of Attilas, led by a Chasseur hero, and one of the Attilas armed with the SSW4200P.

Chronicles: What is your most preferred drink when playing Warzone?

Dave: I just think that this a stupid question. <It was John's idea.>

Chronicles: What's the best thing about working with Warzone and the other Mutant Chronicles related games?

Dave: I love working with the people involved and I love the universe... Uhm... It's cool!

Chronicles: Are there any secrets you can tell us that may be appearing during this year? From the games design?

Dave: No! I've heard some rumors that I am supposed to work on a fantasy game, and of course Dark Eden... I just got into the country two days ago, so I've not had so much time to talk about the different projects I will be involed in.

Chronicles: What do you think of moving into the studio?

Dave: I think it will be a much more productive environment and we'll just have all our shit together now. But Scotland is no USA!

Chronicles: A typical day for you! What is that?

Dave: I wake up, go to work, work, go home, eat, and then usually play games or go to the movies, listen to music, and go to bed - but sleep is optional. <Another night dweller.>

Cool bands: Death metal, Gothic, Industrial: Craddle of Filth, Sisters of Mercy, Amorphus, Frontline Assembly, Marilyn Manson, Type O Negative, Six Feet Under, Cannibal Corpse, Carcass, Die Krupps, and a lot more...

Movies: Star Wars <BIG Star Wars fan>, Bramstoker's Dracula, Interview with an Vampire, Fifth Element... Any movies of that sort, you know: Sci-fi, horror, and action kind of things...



JACKIE PROW



Cybertronic figures (#9659, #9638, #9639). Sculpted by: Neil McKenzie, and painted by: Jackie Prow

NEW FIGURES

WARZONE™

NEW FIGURES



CHASSEURS

The new Chasseurs are state of the art android technology: half human, half robot. With complex computer units integrated into their bodies and metallic armor plating surgically implanted under their skin, the new Chasseur models are here to stay!



CHASSEUR
#9534



CHASSEUR
#9534

NEW FIGURES

WARZONE™

NEW FIGURES



CYBERTRONIC SHOCK TROOPS

The Cybertronic Shock Troops are Cybertronic's elite human forces, well-trained and enhanced by heavy doses of the most advanced combat drugs. The Shock Troops specialize in lightning-fast strikes and covert operations.



SHOCK TROOP SERGEANT
#9879



SHOCK TROOP HERO
#9880



SHOCK TROOP
#9536



SHOCK TROOP W/HVY WPN
#9881



SHOCK TROOP
#9536



NEW FIGURES

WARZONE™

NEW FIGURES



ASHIGARU

Armed with Naginata and Shogun Assault Rifles, the Ashigaru are the finest of Mishima's foot soldiers. Their lightweight armor and lack of bulky equipment makes Ashigaru some of the fastest and cheapest units in the entire solar system.



ASHIGARU
#9535



ASHIGARU
#9535

DEMON HUNTER
#9672



ASHIGARU W/HVY WPN
#9882

DEMON HUNTER

Mishima warriors specializing in the destruction of the Dark Legion and its minions, the Demon Hunters travel throughout the solar system, searching for outposts and servants of the Dark Legion. Whenever they find the Legion's hiding places, they destroy everything in the vicinity to ensure that the demons are eradicated.

NEW FIGURES

WARZONE™

NEW FIGURES



GOLGOTHA

The beauty and the beast - in the same body. Golgotha is a female Nepharite, and actually one of the most powerful. She fights an ongoing war with the warlord Alakhai, and slaughters human forces all over the solar system. She resides in her citadel somewhere in the wasteland of Venus, planning and intrigiung for the Dark Soul's favor.



GOLGOTHA
#9671





YORAMA'S SWORDMASTERS

By Sami Sinervä

Hideo Nakai, the brave Hatamoto Swordmaster, stood on the hill and observed the battlefield. Nearby, he could see a group of Wolfbanes storming a squad of young Samurai Swordmasters. Nakai started down the hill to assist the young ones, or at least make certain that the Wolfbanes would not escape with their lives if he arrived too late. He had faced Wolfbanes before on the battlefield and knew how fierce they could be.

As the Wolfbanes closed in on the young Swordmasters, the Mishimans made their counterattack, screaming "Death before dishonor!" Nakai drew his Musashi Blades and rushed the Wolfbanes from their rear. His two swords swept a path to either side, slicing through everything in the way in the legendary Yorama maneuver. Blood jetted from two of the Wolfbane throats; a third enemy only lost an arm. Roaring his barbarian war cry, this last Wolfbane struck at Nakai with his double axe, hitting him in the shoulder.

Blood burst through the wound as the axe slid through his armor, but Nakai was coldly efficient. Without even making a sound, he turned and thrust one of his swords completely through his opponent's throat, cleaving flesh and bone like a knife through butter. A twist, and he severed the Wolfbane's head from his neck. With no other enemies nearby, Nakai allowed himself a few seconds of concentration, letting his ki powers heal his shoulder. When he opened his eyes again, two Wolfbane Headhunters had closed with him, but his wound had vanished without even leaving a scar.

The Headhunters attacked simultaneously. One swung his claymore toward Nakai's chest, but the Swordmaster parried the blow with almost disdainful ease. The other Headhunter screamed his barbarian warcry as he swung his Runesword at Nakai's head. With his other sword, Nakai blocked this strike also, then made a quick turn and slashed outward with both swords, beheading one opponent instantly.

The remaining Headhunter managed to thrust his swordpoint into Nakai's abdomen and lost his left foot and most of his left forearm for his trouble. With blood gouting out of his wound, Nakai methodically pushed his sword through the enemy's chest, ignoring his roars of pain and fury. He realized he was dying, dishonored by the barbarian's lucky strike. Making a short prayer of apology to his master, Nakai drew his wakizashi and pushed it through his own body, pulling the point upward until it reached his heart. Death before dishonor....



BACKGROUND

In Mishima, it is said that Yorama's Swordmasters are descended from the school of the master himself — Yorama, the Master of Battles, one of the Seven. Having left his own master, Yuroji the First Master, Yorama wandered the solar system searching for swordsmen worthy of his attention. When he had found enough to staff a school, he gathered them together and began to teach Kenjutsu, the art of the sword. His students became such skillful samurai that the Mishimans of long ago called them simply the "Swordmasters."

Now a hereditary title passed on from father to son, the Swordmasters have inherited centuries of intensive training in the art of the sword. Today, the Swordmasters are among the greatest Samurai and Hatamoto, outclassed only by the Overlord's Guard themselves. Most modern Swordmasters belong to two main types: the younger, less experienced Samurai and the older, more skillful Hatamoto. Some Swordmasters, however, demonstrate truly incredible degrees of skill, showing signs of becoming Heroic Masters themselves one day.

APPEARANCE

Yorama's Swordmasters still wear the ancient traditional uniform of dark green. Over it, their shoulder padding is stark white — the color of death in Mishiman culture — as are their arm and leg guards. All of these garments are stained with red, green and blue to symbolize the blood of Mishima's human and alien enemies. Their breastplates are pale blue, as are the Hatamoto Swordmaster helmets, and are decorated with a scale-like design.

PROFILE

	CC	MW	PW	LD	AC	W	ST	MV	A	COST
Samurai Swordmaster	15	10	-	14	4	1	1	4	22	37
Hatamoto Swordmaster	17	11	-	15	4	1	1	4	24	48
Hatamoto Swordmaster Hero	17	11	-	16	4	3	2	4	24	65



ORGANIZATION

You may field one unit of Swordmasters for each full 500 points in your force.

SPECIAL RULES

- Death before dishonor! Samurai Swordmasters will never Rout. Hatamoto Swordmasters will never Rout or Panic.
- Swordmasters may Banzai Charge.
- Swordmasters know Close Combat Training and Kenjitsu (see below).
- Swordmasters have the Yorama's Attack special ability (see below).
- Hatamoto Swordmaster Heroes have two Ki Powers: Martial Arts and Ki Healing.
- Martial Arts: When in base-to-base contact with an enemy model, a Hatamoto Swordmaster who takes a Use Special Power action may make two close combat attacks for every Close Combat action he takes. This does not affect secondary attacks made by the Swordmaster.
- Ki Healing: A Swordmaster may heal one of his own wounds by taking a Use Special Power action and rolling equal to or lower than his LD -4.

EQUIPMENT

All Swordmasters are armed with two Ceremonial Blades. In addition, Hatamoto Swordmasters will carry Windrider SMGs. Hatamoto Swordmaster heroes will carry one Ceremonial Blade, one Musashi Blade and a Windrider SMG.

STRUCTURE

Samurai Swordmasters are bought in leaderless squads of 3 to 5 models. Hatamoto Swordmasters are bought in leaderless squads of 3 to 4 units, each of which is an individual model. You may only buy one Hatamoto Swordmaster Hero for every full squad of Samurai Swordmasters in your force.

NEW MISHIMA-ONLY SPECIAL POWERS

Yorama's Attack — Yorama's Attack is a special close combat attack that can only be used by Mishima Swordmasters. By taking a Use Special Power action, a Swordmaster may whirl around with both of his swords, inflicting damage on everyone around him. Place the special Yorama's Attack template anywhere in base contact of the Swordmaster figure and move the figure to the other side of the template. After completing this special movement, the figure should be facing away from the template.

Each model under the template (including allied units), will be hit by Yorama's Attack on a roll of the Swordmaster's CC score or lower. Roll for each model, assigning DAM based on whichever of the Swordmaster's swords has the higher DAM. Figures may not parry unless they are Hiding; Waiting figures may not counterattack, but may choose between either parrying or making a CC attack on the Swordmaster after Yorama's Attack is resolved. The Swordmaster cannot parry or perform any secondary attacks while executing Yorama's Attack.



Kenjutsu — A model with the Kenjutsu special ability can make sweep attacks with any sword it uses. For more details, see Compendium Volume 1.

MISHIMA ARMORY

MUSASHI BLADE

	CR	MX	RM	DAM	SWORD Cost
Musashi Blade	CC	-	-	15	8

Musashi Blades are ancient Mishiman swords made from the same materials as Claymores. Bearers of Musashi Blades gain +2 to all saving throws against the spells of the Art and the powers and gifts of the Dark Symmetry. Many of these weapons are also possessed by ancestral spirits or have other unique powers as well. Unless otherwise noted, Musashi Blades can only be bought for Hatamoto Swordmaster Heroes.



DARK EDEN

WARZONE™

FICTION

DARK EDEN

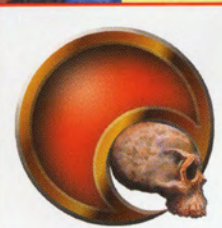
By Stefan Ljungqvist. Fiction by Alan Cowsill



The Sons of Rasputin



The Templars



Crescentia



The Lutheran Triad



Valpurgius / Dark Legion

There was nothing but the unending sound of warfare. Baden's Rivetbull pounded into the undead legions, but for every Dark Legionnaire he killed, two more took its place. Worse still, some of the damaged undead continued their attack, oblivious to the gashing wounds torn into their unnatural hides. Baden's saber ripped through one to his left. Without pausing, he removed the head from another. Before him, he could see the gates of the City slowly opening to release vast hordes of the enemy marching demonically into battle. Behind him, there seemed to be an entire legion of undead. He had no idea how he had managed to get so deep into their territory, but at least his trusty friend Otto was still close by his side, blood splattered over his cloak and scalloped helmet. Otto's left shoulder pad was smashed and the arm under it a bloody mess. Somewhere in the distance, Baden heard the horn signaling the Rasputinite retreat. A faint smile crossed his face. There was no way they could retreat, not through the mass of undead between themselves and base camp. He caught the eye of his friend, inspecting the angry and bitter look he found there.

"I would have liked the Palace." Otto coughed, blood coming from his lungs, "I would—"

A pike wielded by one of the enemy silenced Baden's friend.

Baden was by his side in an instant, his blade slashing down through the attacking Legionnaire. Even before he saw the sad, pained look vanish from his friend's eyes, he knew it was too late.

"I would have liked it... very... much..." Otto gasped as he fell from his Rivetbull, life leaving him.

Now masterless, Otto's beast went into a frenzy as the undead tried to tear it apart. Baden looked up towards the huge gates of the City. They seemed to beckon him. The Gates of Hell. Tugging his beast's reins, he made one final charge towards them, remembering the old Kommandant's words:

"Your father died well. He made it into the City with an intact regiment of Cossacks. The damage he caused...impressive. His actions single-handedly could have changed the course of our entire campaign. You should be proud."

"I should be proud." Baden whispered to himself, a red mist clouding his vision.

He was almost at the gates when he saw them slowly widen, yet another squad of undead legionnaires entering the fray. Some he recognized as Cossacks. Dead Cossacks.

"Not me." He cursed, pulling the last explosive charges from the side of his Rivetbull. They were close now. He could smell their decay, their hunger, even through his mask. He made one final decision. Even though his death was on him there was no way they would claim his corpse and turn it into one of their own undead legion. There was no way he would them to do unto him what they had done unto his father.

"Time to die, you bastards." he cursed as they moved towards him.

The last sound he heard was that of the mines exploding. More thunder cracking open the skies and then nothing. Nothing at all.



WARZONE™



THE SONS OF RASPUTIN

• The Sons of Rasputin, the largest single force list for Warzone to date, including the notorious Flammen and Shock Soldats, the Jaegers, and the various Cossack units that ride into battle on their spiky Rivetbulls. The Rasputinites not only have the most advanced technology in savage Europe, but many of the sturdiest of the vicious war-beasts.

Welcome to this Chronicles exclusive "behind the scenes" preview of Dark Eden, the fourth sourcebook for Warzone. Over the past months, we've all poured gallons of our own sweat and blood (no tears required, though) into this project. We think you'll see some of the results of our hard work in these pages.

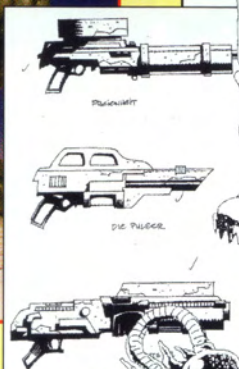
Dark Eden will give you details on everything you need to fight the thrilling, sometimes even breathtaking battles of Dark Eden. Dark Eden combat will emphasize a very different style from what you might be used to from Warzone. Instead of the target-shooting, duck-and-cover type of skirmishes, Dark Eden relies on frenzied, head-on combat, so buckle on your bloodstained steel and beware of slaving beasts!

The tribal, almost primitive forces of Dark Eden don't have the advanced technological firepower of the Corporations, but that's the point of life in the Scorched Earth. I assure you, many arrogant Corporate types have lost control of themselves at the sight of the huge berserk war-beasts and ruthless tribal warriors — and that was only the playtesting! I believe that these new forces will inspire many seasoned Corporate strategists to change many of their preconceptions about warfare (ain't that right, Mr. Jonas "Hide-Fire-Hide" Hatamoto?).

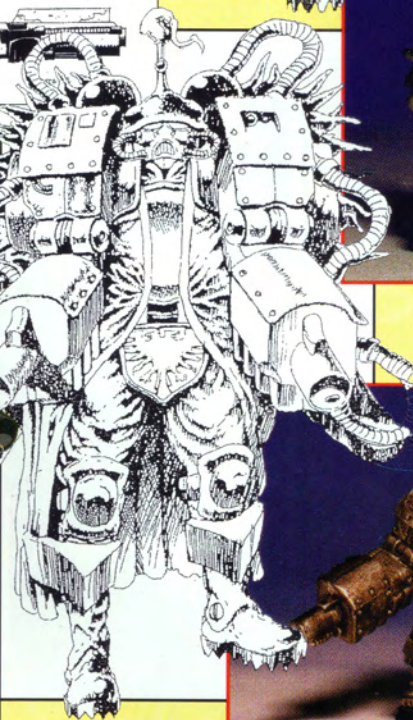
Dark Eden will contain full force lists for all the four major European tribes.



WORK IN PROGRESS



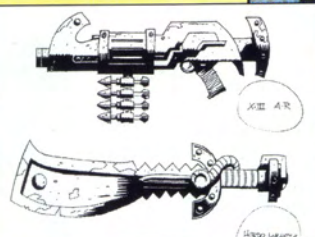
WORK IN PROGRESS



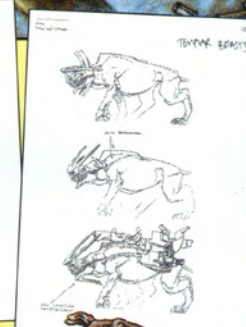
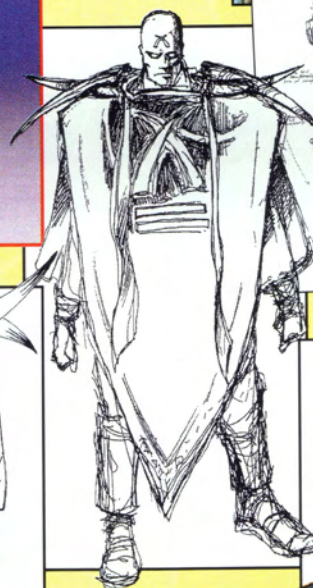


THE TEMPLARS

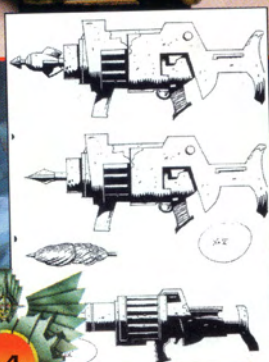
• The Templars, with their Horde Troopers, Legionnaires, and Elite Gendarme units, including the Gendarme Bestial, which actually controls two Cleanser fighting beasts. Advice: The Templars are extremely tough and resilient. Never engage them in close combat if you can avoid it — they'll rip your spine out of your body before you can even feel the pain (it's better for you that way, trust me).



WORK IN PROGRESS



WORK IN PROGRESS

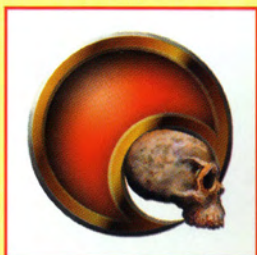


WORK IN PROGRESS



THE CRESCENTIA

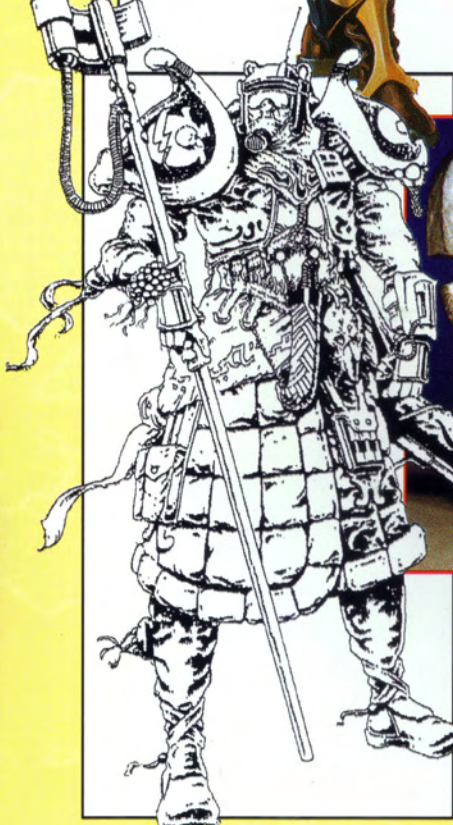
• Crescentia, being a nomadic tribe by nature, naturally relies on mounted combat for overall battlefield performance. When I say they're hard to face on a muddy battlefield, I mean it — their beasts are not only amazingly bloodthirsty, they're protected by the speedy light Crescentine infantry, many of whom have been known to take a bullet aimed at the beasts! Oh, and that's not even including their ancient Prophets who can predict the future and command the elite Jihad infantry units.



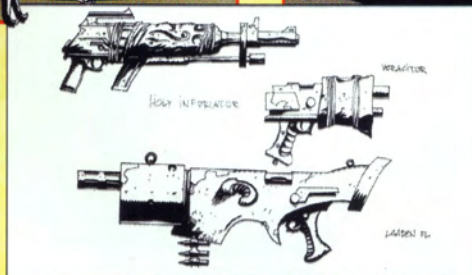
IGNORE
THAT SYMBOL
↓



WORK IN PROGRESS



WORK IN PROGRESS



THE LUTHERAN TRIAD

• Lutheran Triad rely heavily on special units like the mortar-using Greymourns and the Corsairs with their electro-boostered Scythes of Maiming. They prefer to use horses instead of war-beasts as cavalry steeds, but their invincible courage, dedicated infantry, and various supernatural abilities (including Patriarchs with the power to perform Rituals of Martyrdom and the various kin-based special powers like the Ashkin's Stigmata, the Kainkin's tattoos, and the Wroughtkin's resistance to supernatural effects) more than make up for the disadvantage.



WORK IN PROGRESS



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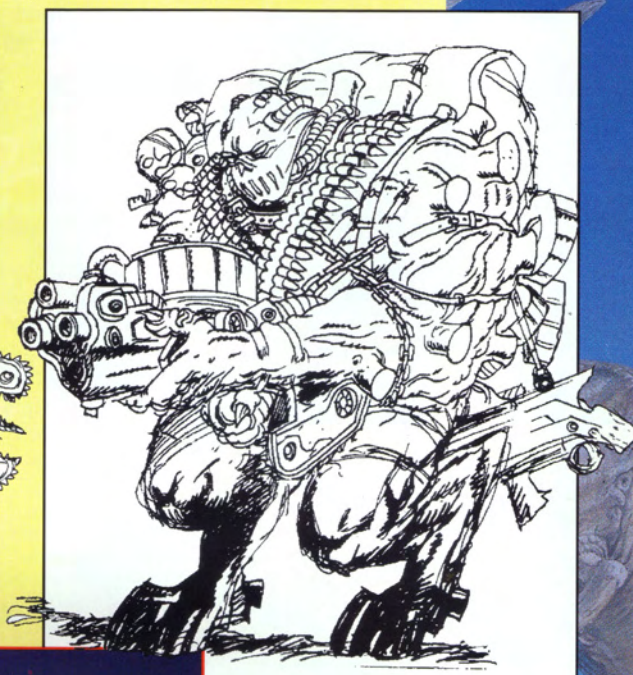
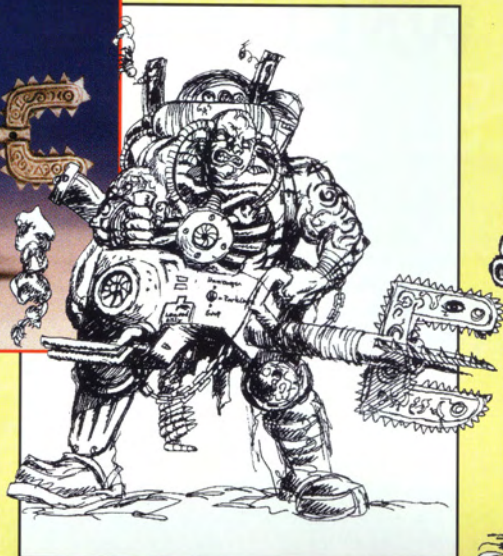


WORK IN PROGRESS

DARK EDEN

WARZONE™

DARK EDEN



You'll also find the Corporate forces stationed on and specially trained for Dark Eden, with two new types for each corporation including the Imperial Conquistadors, Mishima Enigmas, Bauhaus Forgotten Rangers, Capitol Wolverines and Cybertronic 19th Silents. Each unit type has its own Special Abilities and rules for spewing death and destruction on your "normal" Dark Eden Warzone force. What do you think of the new Storming Special Ability, which allows a model to move and shoot at the same time? Or Martyrdom, which allows a model to throw itself in front of a bullet in order to save one of its comrades?

If you want to bring the deadliest of the locals off-planet to fight against unsuspecting opponents, Scorched Earth has rules for that too. Wait until you bring a few Rasputin Cossacks mounted on their Rivetbolls to your Venusian junglewar table! If you want to bring the harsh environmental realities of Dark Eden into your game, we've provided rules and setting material for viruses, black snowstorms, flashstorms, and radioactive terrain. All of which brings me to the new Dark Legion creatures like the Gomorrian Emasculator, Infernal Corroder, and the Carnal Harvester. The centerpiece of this banquet of evil has got to be the two stunning new Razides, designed by monster-master Mark Kay himself!

Need to restock your armory? You'll find no fewer than 50 new weapons in this book – all beautifully illustrated!

I'm out of room, but I've tried to pack as much information into this preview as possible, in order to give you a good taste of this truly incredible book. And don't those visuals look great?

Later friends!

Stefan



JUST A WALK IN THE PARK

WARZONE™

JUST A WALK IN THE PARK

SERGEANT BUCK'S BATTLES 2:

JUST A WALK IN THE PARK

By Jonathan Coulter

Hello, again — it's me, Sergeant Buck. The Captain wanted me to tell another story (actually, he phrased it as an order), so here I am with another saga of the fighting I've seen. Last time, if you remember, I told you about the time I was assigned to a new Meteor Detail after a comet exploded into fragments littered all over Venus. The Dark Legion wanted to collect the fragments for some evil reason, but we managed to beat them back and grab most of the rocks for ourselves.

When the dust settled, we didn't even have a chance to catch our breath before the next order came through from headquarters. Our force was told to begin pursuit of the Dark Legionnaires immediately and to retrieve any comet fragments in their possession. After that, our orders were to eradicate the enemy force and leave no survivors.

Once we were airlifted ahead, it was easy to keep the stinking Legionnaires from making it back to their Citadel. The first wave of our troops harassed the Legion from behind while the second group moved around to the enemy's left flank. When Sergeant Dewland's squad (he's a good friend of mine, by the way), closed in on the right flank, we closed the vise shut! Simple tactics.

Even though we had them boxed in, there were lots of Legionnaires out there that day. Still, this battle was going to be just like a walk in the park....



*Sergeant Anthony
Willard Buck*



#9528

#9858



18



INTRODUCTION

Welcome to the second in a series of scenarios brought to you by our friend Sergeant Buck. Although "A Walk in the Park" takes place immediately after Buck's last battle ("A Dark Day on Venus, from Chronicles #4), it isn't necessary to have played that scenario to enjoy this one. "A Walk in the Park" stands alone as a self-contained battle and so reading or playing the previous adventure of Sergeant Buck is unnecessary, although it does provide background information on the Capitol/Imperial force involved.

JUST A WALK IN THE PARK

In the jungles of Venus, a combined Capitol/Imperial force has recently defeated a Dark Legion detachment. The corporate force's mission was to collect the fragments of a rogue comet that has littered the jungle with rocky fragments. Although most of the fragments have been retrieved and turned over to the corporations for processing, the surviving elements of the Dark Legion force took several fragments for themselves as they retreated from the battlefield.

Headquarters immediately ordered two joint Capitol/Imperial units to pursue the Legionnaires, retrieve the fragments and destroy the fleeing troops before they could return to their Citadel. The first unit would attack first, harassing the Legionnaires and allowing the second unit to attack the Legion once the enemy has been thoroughly confused and demoralized.

SPECIAL RULES

Note: Although many of the following rules appeared in "A Dark Day on Venus," they are duplicated here for convenience.

Comet Fragments — A comet fragment grants its bearer

WARZONE™

certain unusual powers over the Dark Symmetry. First, if the model carrying the fragment is able to use the Dark Symmetry, it receives a +1 bonus to its Power (PW) for each fragment carried. Furthermore, while fragments increase one's mastery of the Dark Arts, they are also naturally resistant to those arts. In addition to the above PW bonus (if

applicable), the bearer of a fragment gains a +1 bonus to its Leadership (LD) when attempting to resist the power of the Dark Symmetry.

Picking up and Moving Fragments — Any non-vehicle model which comes into base-to-base contact with a fragment can automatically pick it up. The fragment marker is placed with the model and moves with it. Models may drop any or all fragments carried at any time, without penalty; dropped fragments may then be picked up by other models as normal. Fragment-bearing models who are killed drop their fragments immediately.

Fragments can be transferred from model to model as long as they are in base-to-base contact. This transfer is instantaneous and does not require the models to take any actions. Fragments may be transferred to open vehicles if the vehicles remain stationary during the turn. **Using Fragments in Future Games** — Comet fragments acquired in this scenario may be used in future games. First, as optional rules, fragments are not available in tournament play. Second, each fragment costs 5 points when designing your force. We recommend that players not be allowed to purchase fragments unless they have taken part in this scenario. Only individual models can carry, receive, or use fragments, and each model may carry no more than three fragments at any one time.

Ongoing games also require some special rules to balance the fragments' powers. Fragments will decay in potency as their power is used. To simulate this, the player owning a fragment must announce that he is using its power before making any dice rolls. This drains the owning player must announce before

BRIEFINGS — CORPORATE FORCE



You have just scored a victory against an enemy force and are now in hot pursuit to clean up the remnants. Although only half of your force is in a position to pursue immediately, the rest will catch up as soon as they have regrouped. Your superiors have ordered you to retrieve the comet fragments the enemy took with them.



#9650

BRIEFING — DARK LEGION

You are in full retreat after a disastrous battle. Now your only objective is to carry the few comet fragments you were able to salvage from the battlefield back to your home territory. All you need to worry about is the raging river in front of you and the pursuing enemy force on your tail.



#9527

any dice rolls that the power of a fragment is being used. In so doing, a +1 bonus is applied as normal, but this drains the power of the fragment, making it useless.

However, models carrying more than one fragment may use any of all of them at once for cumulative bonuses (up to +3).

SETTING UP THE GAME

This scenario requires a little more set-up than "A Dark Day on Venus." The center of the table should be dominated by a large hill which is at least partially accessible to ground units. A river should run beneath the hill between the long table edges, crossed by two bridges. The rest of the terrain should include plenty of trees and hilly regions to simulate the dense jungles of Venus and limit lines of sight. If necessary, reduce the size of the playing area to make the jungle as dense as possible.

After setting up the terrain, you will need to deploy the comet fragments themselves. Some items you can use to represent the fragments are the ruby red lifestone counters used in collectible card games, small red dice, pennies, marbles or anything fairly small. The Dark Legion player is allotted a number of fragments equal to half the number of squads and individual models in his force. These are placed with each

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DIE ROLL	RESERVE UNIT DEPLOYMENT
1	Unit enters anywhere along either table flank or is helicopter deployed.
2-4	Unit enters anywhere along either table flank or the deployment edge of the table.
6-15	Unit enters anywhere along the deployment edge of the table.
16-19	Unit is delayed and may not enter this turn. Roll again next turn.
20	Unit gets lost and is removed from the game.

model chosen to start the game carrying a fragment.

WINNING THE GAME

Dark Legion — You receive one victory point for each fragment that your forces carry off the opposite table edge. In addition, you receive one victory point for each of your squads that manage to retreat by moving off the opposite table edge. Otherwise, compute standard victory points for destroying enemy troops as per the Warzone rules.

#9529



Corporate Force — You receive one victory point for each fragment in your possession at the end of the game; you do not have to remove these fragments from the tabletop, only have them carried by your units. You also receive standard victory points for each enemy squad destroyed during play.

DEPLOYMENT AND SPECIAL MOVEMENT

Dark Legion — you may choose which long table side you will deploy on. Deploy your models as you choose, up to 18" away from this edge.

Corporate Force — when the scenario begins, only half of your units are deployed on the table; the rest are in reserve. Deploy the first force on the same table side as the Dark Legion troops, in an area limited to 6" or closer to the edge. This simulates that your force is in pursuit of the fleeing Dark Legion. In the second turn of the game, you must activate your reserve units, rolling 1D20 for each unit and consulting the table below. Unless helo deployed, reserve units must begin on the table edge.

SPECIAL MOVEMENT

#9522

The river flows swiftly and may not be crossed except at one of the two bridges. However, Giant models are not limited to this and may cross anywhere.

GAME DURATION

The game is limited to six turns of play. Any troops or unclaimed fragments still on the tabletop at the end of the game do not count toward victory goals for either side.

THE FORCES

This scenario is designed as a battle between any Corporation and the Dark Legion. Variations are possible, naturally — Corporate vs Corporate or Legion vs Legion battles being the most obvious choices with different factions within each force fighting over the fragments. When playing one of these variant scenarios, any Dark Legion force is automatically assumed to be the retreating force and follows the "Dark Legion" rules of this scenario. If neither or both forces are Dark Legion, then the player with the highest roll on 1D20 is the retreating force.

The point value and composition is up to the players to agree upon, although the retreating force may be up to 25% larger than the attacking force for balance. The scenario's dense terrain lends itself to forces of 1000 to 1500 points. Exceptionally large tables with huge amounts of terrain can support 2500 to 3000 point forces. Interesting games have been playtested by using both the Brotherhood Sacred Crusaders (from *Chronicles #7*) and the Spezial Attack Kampfgruppe (in this issue) against the Dark Legion or other forces.

VARIANTS

1. Ignore the turn limit restriction and simply continue playing until there are no retreating forces left on the table. Then calculate victory point totals as normal.
2. Use any of the variations given in "A Dark Day on Venus."
3. Alter the terrain so that the river winds mostly across the far side of the table. Simplify the retreating force's objective — now, instead of leaving the table, their goal is to cross the river and get to safe ground. In this variant, the attacking force may not deploy reserves on the far side of the river. Because the retreating force now has an easier goal, both forces should be of equal point value.



DIE SPEZIAL ATTACK KAMPFGRUPPE

By Thomas Østerlie and Sami Sinervä

*"Demnogonis, all hail! Demnogonis, all glory!
Glory to thee, great Befouler, Lord of Pustules and Abscesses!
We call unto you! We supplicate you! We serve you!
Come forth Alabekh, homage to your eternal power!"*

Their eyes bulged with terror as the darkness in the far corner of the chamber took shape. Both victims were both bound and gagged, muffling their fearful screams. The male victim struggled against his bonds, thrashing wildly, but his only reward was the horrible wounds that he ripped open in his arms and legs. The woman had stopped screaming and was beyond help now. Instead, she simply stared at the creature taking shape in the darkness.

At first it had been a dark apparition, just one shadow among many. But now, as the chief heretic's chanting gained speed and intensity, it had begun to grow increasingly distinct facial features.

Then, just as the heretic worked himself into the climax of his chant, his head exploded, showering his would-be victims with blood and bone splinters.

"Captain!" The volume in Max Steiner's earplug made it vibrate. "Steiner, that was MY target!"

"Pardon me, ma chérie," Steiner answered with mock regret. "I had simply forgotten, Valerie."

"If I didn't enjoy observing your miserable life, I'd kill you right now, Steiner. And that's Major Duval to you. Don't ever do that again. Do you hear me? Steiner? God damn it!" The earplug kept hurling obscenities at Max, but he and his men were already charging the newly-materialized Nepharite. "

BACKGROUND

The Spezial Attack Kampfgruppe is a Bauhaus commando unit consisting of the personal platoons of two of the corporation's most renowned warriors, Captain Max Steiner and Major Valerie Duval. Bauhaus Command fields the Kampfgruppe whenever Bauhaus Command needs to concentrate extra firepower, or whenever Max and Duval want to take care of any unfinished personal business. Then, the two commanders' Doomtrooper team training pays off to its fullest deadly effect.

Most of the Kampfgruppe's missions are concentrated on Venus, the heart of Bauhaus territory. Although they have been known to operate on other planets (usually wherever they are least expected), the Kampfgruppe's training camp is located on Venus, on a secret island on the Volksburg coast.



TROOPS

	CC	MW	PW	LD	AC	W	ST	MV	A
Max Steiner	16	18	—	15	4	3	2	3	28
Martin Weltschmerz	15	11	—	15	4	1	1	3	26
Iron Eagle	15	11	—	13	3	1	1	3	26
Iron Eagle HW	11	15	—	13	3	1	3	3	26
Diving Death	13	13	—	13	3	1	1	3	20
Diving Death Sergeant	14	15	—	15	3	1	1	3	20
Hussar	10	12	—	11	3	1	0	3	24
Hussar Sgt.	11	13	—	13	3	1	0	3	24
Valerie Duval	18	13	13	17	4	2	2	4	24
Black Redemption	14	13	—	14	3	1	0	3	24
Julia — Redemption leader	15	14	—	16	3	1	1	3	24
Ecliptic Star	12	11	—	12	3	1	0	3	24
Ecliptic Star Tutor	14	14	—	16	3	1	0	3	24
Suicide Hussar Engineers	10	10	—	11	3	1	0	4	21
Dragoon	10	14	—	13	3	1	0	3	28



FORCE LIST

LIMITATIONS AND SPECIAL RULES

Die Spezial Attack Kampfgruppe is part of the regular Bauhaus force list and as such is subject to all special rules for Bauhaus units. However, the intense teamwork stressed in all aspects of

Kampfgruppe training allows them to use intensely coordinated tactics that would be impossible for less well-disciplined units.

CO-ORDINATED ACTIONS

Valerie and Max go way back together. Not only did they serve together in the Bauhaus armed forces, but as a Doomtrooper team. The two heroes seldom need to tell each other what tactical maneuvers they're planning; they simply know one another's mind and act accordingly. Today, their platoons show the results of this long history of cooperation — in any activation phase but the first of the turn, the Spezial Attack Kampfgruppe may activate two units in the same phase, one at a time. The first of these co-ordinated units must take all of its actions for the turn before the second takes its actions; they cannot act at the same time.

FORCE COMPOSITION

Depending on the scenario, Die Spezial Attack Kampfgruppe can be fielded in any of four force mixes:

- 1) The Eagle Platoon as a stand-alone force (800 points)
- 2) The Stardust Platoon as a stand-alone force (800 points)
- 3) The Eagle and Stardust Platoons as a joint force (1600 points)
- 4) The complete Spezial Attack Kampfgruppe with the Eagle Platoon, the Stardust Platoon and Die Spezial Abteilung (2000 points).

THE EAGLE PLATOON (800 POINTS)

Max Steiner is the commander of the Eagle Platoon. He is wild by nature, uninhibited and free-spirited, and he knows full well how this bravado spreads to his subordinates, making them reckless warriors more concerned with honor and style than safety. Being the sort of person he is, he encourages this attitude in his platoon.

nobility) with pride. While charging into their intense hand-to-hand melees, the Iron Eagles rely on their HW ranger for support fire and protection.

SPECIAL RULES:

Iron Eagles all have Jungle Training and Close Combat Training and will never Panic or Rout. In addition, the Iron Eagle HW has

MAX STEINER

One of Bauhaus' finest warriors, Max Steiner is a true original. Behind his perpetual facade of etiquette and propriety, he knows that it's better to fail with style than to just plain fail — not that he ever screws up himself, of course.

SPECIAL RULES:

Max will never Panic or Rout. Because Max is so unpredictable, he may shoot at any model within the range of his weapons, even if there is a closer model within 6" of him.

SPECIAL EQUIPMENT:

Max is equipped with two Plasma Handcannons (he can fire both in one action), plus a Violator sword for close combat.

STRUCTURE:

When fielded as part of Eagle Platoon, Max acts as the squad leader for the Iron Eagles.

THE IRON EAGLES

These aristocratic warriors claim that the only honorable way to fight is by confronting the enemy face to face. Because of this, all have perfected their skills in close combat at the expense of their ranged weapons training, which suits their commander perfectly. The Iron Eagles charge into personal combat with their MP-103s blazing; afterward, they display their battle scars (some acquired during off-duty rapier duels, a popular sport among the Bauhaus



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extended command range and only needs to be within 12" of the squad leader. If the squad leader dies, this extended range is ignored and the HW becomes the new squad leader.

EQUIPMENT:

The Iron Eagles are equipped with MP-103 and Violators. The Iron Eagle HW carries an MG-80 HMG and no other weapons.

STRUCTURE:

4 Iron Eagles and 1 Iron Eagle HW led by Max Steiner (i.e. Max Steiner acts as squadleader).

THE DIVING DEATHS

Spearheading the Eagle Platoon's attacks are the Diving Deaths, a suicidal squad of aristocratic human dive bombers. Equipped only with grenades, light armor and high-powered flight packs, these madmen take to the sky to rain death over their enemies.

SPECIAL RULES:

A member of the Diving Death squad may make a "Dive Attack." This must be the first thing that the model declares after activation and the model cannot take any other actions during a turn in which it makes a Dive Attack.

The attack is divided into three phases:

- 1) First, the model climbs as steeply as its flight pack allows to gain altitude. In game terms, the figure moves in a straight line toward its chosen target until it is at flying altitude immediately above the target. The model must move at least 5" and no more than 10" during this maneuver, and may not change its facing while in the air.
- 2) The model then dives straight toward the ground, hurling its first grenade. Place a grenade template on the target and roll to see if the grenade hits as in a normal attack, with a +2 modifier to hit. Damage, effect, and deviation are as per standard frag grenade attacks.
- 3) The diving model then moves an additional 10" to 15" past the target, ending its movement on the ground again. During this phase, the model may drop two additional grenades — the second with a -2 modifier to hit — separating all drops by at least 1" between targets. Because of the great speed involved in the dive, the model's turning radius is limited to a maximum of 90 degrees during this phase.

EQUIPMENT:

All members of the Diving Death are equipped with high powered flight packs that grant them a Flight Movement of 10". Their only weapons are MP-103s and frag grenades.

STRUCTURE:

1 squad with 5 Diving Deaths lead by a Sergeant.

HUSSARS FROM THE XIV: E ABTEILUNG

Having been banished from his own noble house, Max has learned to appreciate the skill of the regular Bauhaus Hussars the hard way. Two Hussar squads now accompany the Eagle Platoon into combat. Like the rest of the Eagles, they are driven by a fierce code of personal honor and will not kill an enemy before looking him in the eye, but some make an exception for grenades and heavy weapons fire.



EQUIPMENT:

Each Hussar is armed with an AG-17 Panzerknacker, a Mk.2 Grenade Launcher with AP-grenades, and a Punisher Short Sword. Sergeants carry Hagelsturms and AP-grenades.

STRUCTURE:

2 squads, each with 5 Hussars and a Sergeant.



THE STARDUST PLATOON (800 POINTS)

Major Valerie Duval refuses to work with people she doesn't call friends. As Valerie picks her friends very carefully, this means that only a select few are allowed to serve with her elite force. The Stardust Platoon is partially financed by House Saggielli.

VALERIE DUVAL

Valerie prefers to lead her force from a vantage point slightly removed from the main battle, where she can get a full overview of the entire situation. If her mission is the simple elimination of specific enemy units, she will always use her troops to engage the enemy while she picks off the targets with her sniper rifle. The Stardust Platoon understands that nobody but Valerie is allowed to touch the assigned target.

SPECIAL RULES:

Valerie will never Panic or Rout. She has Stealth, Close Combat Training and Commando Training. As an Etoiles Mortant, she also possesses the Art of Mentalism.

EQUIPMENT:

Duval is armed with an PSG-99 Mark-II sniper rifle and two electro-charged nightsicks.

STRUCTURE:

Valerie is purchased as an individual model and personality. She never associates with any squad.

THE BLACK VOID REDEMPTION

Julia is Valerie's friend, most trusted aide and the leader of the Black Void Redemption squad. The Redemptionists are assigned the most important missions, of which their favorite is to infiltrate enemy territory in order to harass them and cause as much damage as possible while Valerie chooses her targets.

SPECIAL RULES:

In addition to the standard skills of Etoiles Mortants, the Redemptionists may be deployed anywhere on the table except for the enemy's deployment zone. They may also start the game Hidden.

EQUIPMENT:

All are armed with Punisher combos.

STRUCTURE:

4 Etoiles Mortants lead by Julia.

THE ECLIPTIC STARS

Among the few people Val befriends are her students, the Ecliptic Stars. Over years of training, she comes to know them and, more importantly, they come to know her. Although their training is not quite complete, the Ecliptic Stars possess most of the combat skills of full Etoiles Mortants. Knowing that she inspires her students to their peak of performance, she is confident in fielding them on the battlefield.

SPECIAL RULES:

The Ecliptic Stars are Etoiles Mortants in training, and as such they lack some of the finesse of a fully trained Mortant (as their profile reveals). Their devotion to



#9660



Valerie is so intense that they have an additional +1 to CC and LD whenever she is within their LOS.

EQUIPMENT:

The Ecliptic Stars are all equipped with Punisher combos.

STRUCTURE:

5 Ecliptic Stars lead by one Tutor.

THE WHITE NOVAS

Valerie uses two squads of female Hussars called the White Novas to support her Etoiles Mortant units. They are trained for perfect coordination with Valerie's other units, working especially closely with the Etoiles Mortants.

EQUIPMENT:

The White Novas are all armed with AG-17s and MP-105s. One member of each squad carries an MG-40 HMG as her only weapon. The two Sergeants are armed with Hagelsturms.

STRUCTURE:

Two squads consisting of 5 Hussars and 1 Sergeant.



DIE SPEZIAL ABTEILUNG (400 POINTS)

When both Val and Max are on the field, Die Spezial Abteilung functions as an auxiliary force.

GT-OFFROAD

When fielded with Die Spezial Abteilung, Max commands the entire Kampfgruppe. This requires a higher degree of mobility, for which he needs this GT-Offroad and its Dragoon driver. Meanwhile, Martin Weltschmerz (equipped with MP-103 and Violator sword), Max' second-in-command, takes command of the Iron Eagle squad.

SUICIDE HUSSAR ENGINEERS

Units of Hussar Engineers are common to many Bauhaus forces. They perform several functions, from building bridges to sapping and destroying fortifications to mining the battlefield. Die Spezial Abteilung's Engineers are unusual in that they are renegades and convicted criminals. Because they are disposable, they are expected to use suicide tactics, but those who prove their worth (and survive) are often pardoned for their crimes.

The Suicide Engineers run as fast as they can toward the enemy with several bombots strapped to each bandoleer across their chest. The sound of their heavy breathing and lightly clattering armor is the last thing that enemies of Bauhaus ever hear.

SPECIAL RULES:

The Hussar Engineers carry small, cable-controlled bombs with them onto the battlefield, the so-called "bombots." Although bombots are normally used for sapping, the Suicide Engineers have been known to use them for close combat.

A Suicide Engineer must make at least two full move actions each round towards the closest visible non-vehicle enemy ground unit. During this movement, he is allowed to use whatever cover he can find and can also Hide, moving at half-speed while Hidden.

Once the Engineer is within 15" of his target, he takes a Use Special Power action to fire his bombot. Roll 1D20. If the roll is equal to that of the distance to the enemy, the bombot hits its target. If not, the bombot explodes after

traveling an equal number of inches as indicated by the die roll in the direction of the intended target. In any event, place the special Bombot Explosion template on the table where the bombot explodes.

STRUCTURE:

Leaderless squad of 6 Hussars. Because of their special method of operations, their command distance is increased to 9".

AIR ARTILLERY

Soaring high over the battlefield is the Burgenhind, a massive airship bristling with weapons. The Burgenhind was donated to Max and Val by House Richthausen and doubles up as a freighter for the entire Spezial Attack Kampfgruppe.

SPECIAL RULES:

Four times during any battle, Val or Max may call in an air strike from the Burgenhind. Treat this as a Capitol Airstrike (see the main Warzone rules), but the Burgenhind can never be shot down by ground units.



DIE SPEZIAL ATTACK KAMPFGRUPPE ARMORY

BOMBOTS

W: 1, MV: 1d20, A: 18, DAM: 16 (x4) *Use the Bombot template.*

Special rules: Bombots are represented by Small models but attack as missiles. Any Waiting model with LOS during the bombots move may attack it with a -4 to MW. Bombots reduced to 0 Wounds will explode. It explodes at the place where the waiting model decided to shoot at it.

GT-OFFROAD

PROFILE	MV	AC	W	A
GT-offroad	6	3	4	30

TYPE:

Heavy/Wheeled/Open

SPECIAL RULES:

If the GT explodes, a passenger in the vehicle may make a Leadership test to jump out and escape injury. If the roll is successful, place the passenger's model 3" from the vehicle.

WEAPONS:

The GT comes equipped with an MG-80 (detailed in the Warzone rulebook), operated by the passenger.

FIRING ARC:

The GT can fire in a 90 degree arc to the front, measured from the muzzle of the gun.

STRUCTURE:

The Kampfgruppe GT is crewed by Max Steiner and a Dragoon driver.

PSG-99 MARK II

	CR	MX	RM	DAM
PSG-99 MARK II	50	100	-4	14(x2)

PLASMA HANDCANNON

	CR	MX	RM	DAM
Plasma Handcannon	20	-	-	15*

*Uses grenade template

SNIPER RIFLE

CR	MX	RM	DAM
50	100	-4	14(x2)



CONVERT YOUR WAY TO VICTORY! FIGURE CONVERTING IN WARZONE

By Jeremy Webb, Photographs by Hannah Reese-Cowan



As a fanatical Warzone player and a major fan of customized figures, I naturally jumped at the chance when Sami asked me to write an article about Warzone weapons conversions. Before we try to convert any figures, though, I should address a few commonsense safety issues.

First and foremost, stay aware that it is very easy to get hurt while doing this sort of thing. Knife blades and some tool files are extremely sharp. Not only are the glues and solvents you'll be using harmful if they get into your eyes or open cuts in your skin, but lead (if you're using lead figures) can be poisonous if it gets into your system.

The easiest way to get hurt while doing this sort of job is to rush. Instead, approach the project slowly and patiently. Set

aside ample time for the job, work in a well-lit and well-ventilated area and (if you're a younger fan), make sure your parents know what you're doing and are around to give you a hand if you need it.

Now that the safety stuff is out of the way, let's get down to the exciting details. Since I'm a big Imperial fan, I'm going to convert the Imperial Blood Beret Sergeant #2 today. I find that the sergeant and some of the hero figures are the easiest to

convert — more often than not, they're posed with one or both arms extended out from the body, making it easier to convert both their overall posture and their weaponry. On my Blood Beret, I decided to reposition the right arm and change both the Chainripper and the Aggressor into different weapons. In future articles we can cover more extensive modifications.

The first thing I'll need for a job like this is a clean, well-lit and well-ventilated workspace.

1) Well, maybe it's clean enough for this project. The tools I'll need are a modeling knife, a good set of files, some two-part epoxy putty, a set of small drill bits (with handle), CA glue,



some pin wire (I use paper clips), a set of cutters and a razor saw (optional, but it makes cutting arms and legs off your figures a lot easier).

2) First, file off any mold lines or flash left on your figure. Then decide exactly what changes you want to make. On the Blood Beret, I decided to give him a Mandible shotgun in his right hand, a Punisher handgun in his left and an additional Punisher sword slung across his back. All these weapons came from the Weapon Blister packs.

3) Using the cutters, I snipped off his old Chainripper and aggressor as close to his hands as possible.

4) Next, I clipped off the old weapons' hand grips and filed all surfaces flat to ensure a flush fit and smooth look.

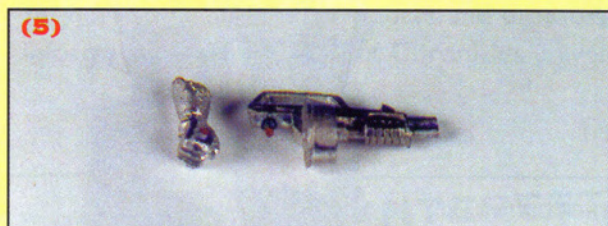
After removing the weapons, the next order of business was repositioning his right arm. Before I could do that, however, I noticed that his right hand still had a handguard left from the Chainripper. I carefully cut this down and refiled it to look like fingers — please be careful





if you try to do something like this! Never cut towards your fingers or body and always wash your hands to remove the metal dust, especially if it's a lead figure! (Though, remember that Heartbreaker does not use lead.) Once this was fixed, I used the razor saw to remove his lower arm at the elbow and filed down both stumps.

In order to get a good, strong bond between the new gun and his arm, I pinned the Mandible to his arm. This entailed using the small drill bits to drill a tiny hole through the gun, just large enough to run a short length of pin wire through it. Don't use the glue yet, just run the wire through!



5) Now I dipped the exposed end of the wire into red paint. When I carefully set the gun into the figure's hand, the wet paint left a red dot in the place where it connected to the hand.

6) This showed me exactly where to drill into the hand to run the pin wire so that the weapon fits snugly and correctly. After drilling the hand, replace the red-tipped wire with your actual (longer) pin wire and glue everything together. I decided that since the Punisher was such a small gun it really didn't need a pin. Once the Mandible was in place I reattached the arm using pin wire once more to strengthen the joint.



7) When you glue the pin into the arm, you should leave a slight gap between the arm and the body of the figure. This compensates for the joint lost to cutting and filing and allows you to carefully bend the arm into new positions once you've glued the pin into the body. Once you have found a position you like, fill the gap with epoxy putty and use the side of a modeling knife blade or the damp point of a brush handle to sculpt the putty to better fit the arm shape.



The Punisher blade was an easy task. After deciding exactly where on his back I wanted it to go, I filed that area smooth and drilled a position hole to fit the stud on the blade into.

I deliberately waited to attach the blade until after I'd painted the figure because it would have gotten in the way of the detail painting. First, after gluing the figure onto its base, let it sit overnight to allow the glue and putty to completely dry. Then, paint as normal! I painted our old Blood Beret as a Sterling Hero, with Sterling urban camouflage armor. Afterwards, I carefully attached the blade and the figure was complete.

8) So there you have it, a way to change your figures into a truly personalized, unique army. Be safe and have fun! As for me, all of this has gotten me thinking about trying to rework a figure into a running pose, or maybe even making a freelancer out of bits and pieces from several different units. Where did I put that box of figure bits....



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QUESTIONS & ANSWERS

MOURNING WOLVES' TEAM TRAINING ABILITY

We saw that we had missed to insert the Team Training ability the Mourning Wolves have, in Chronicles #7. So, here it is:

TEAM TRAINING

When multiple warriors from this unit engage a single target, you get +2 to your DAM (still only +1 to your CC) score for every extra friendly model in close combat with your foe. These bonuses last for the duration of the combat with the target model.

Example: Two War Hounds decide to join a member of their squad who is taking on a Nephariote of Algeroth. The second Commando to join the fray is at +1 CC and +2 DAM (in addition to the normal +2 to CC and DAM for Charging into combat, per the first Compendium), and the third on the scene is at +2 CC and +4 DAM (again, in addition to Charge bonuses).

CYBERTRONICS SAVES AGAINST SCREAMING LEGIONNAIRES

QUESTION: Do Cybertronic AIs get their 1-10 save against the dreaded Screaming Legionnaire attack (which is listed as a Dark Symmetry effect)? Wouldn't they be immune to it anyway? Do they even have a brain to be scrambled by the screaming attack?

ANSWER: The normal 1-10 AI saving throw applies against the Screaming Legionnaire attack.

ENHANCED CHASSEURS CANNOT USE HEAVY WEAPONS

QUESTION: Are you sure the cost of the Enhanced Chasseur (84 points) is correct? A Pretorian Stalker (with similar teamwork abilities) costs 64 points and is much better in many ways than the Enhanced Chasseur.

ANSWER: Enhanced Chasseurs should cost 64 points apiece!

QUESTION: If I buy 2 Enhanced Chasseurs as a squad, can I arm them both with heavy weapons? If so, do they have to be from the Cybertronics list, or could they also be from the General Armory list?

ANSWER: Enhanced Chasseurs can never use Heavy Weapons from any armory list.

THE MORTIFICATORS ATTACK... HARD!

QUESTION: The Warzone main rulebook describes a special Mortificator melee attack which does triple normal damage. Does this mean the damage of the attack is three times as great (a number which no model could save against), or that the damage multiplier is x3?

ANSWER: It is a (x3) damage multiplier, not a triple-damage attack!

QUESTION: Does the Chemiman have a Mk 1 Grenade Launcher or a Mk 2? I'm assuming it's an Mk 2, since it's not mounted on a gun.

ANSWER: You're right. Chemimen use Mk 2 Grenade Launchers.

TEMPLATES AND TARGETS

QUESTION: I understood the rule about how rocket launchers and grenades must be aimed at a target and cannot just be targeted at a spot on the ground. Does this rule also apply to flamethrowers, shotguns and other template weapons? Say I don't want to waste an action spotting because I'm close enough to a Hidden model to scorch it. Can my model open up a cannon on the Hidden model without spotting them first? Or must my model be able to see the target first?

ANSWER: Your model must be able to see the Hidden enemy to target any weapons on it. Otherwise you could just place the template so that it also "accidentally" hits a model that is Hidden, even though your model couldn't see it!

SIXTH SENSE

QUESTION: I know if your roll to hit is a 1, the target doesn't get to roll an armor save. If the target has Sixth Sense, does it still get a chance to dodge?

ANSWER: Yes. Sixth Sense activates before the weapon actually does any damage.

QUESTION: If a target with Sixth Sense gets hit by a weapon that has a damage modifier, does it have to dodge once per multiplier, or once for the entire attack?

ANSWER: One successful roll for Sixth Sense avoids all damage from that attack. You only have to roll for each shot if the attack is Burst fire.

CONCENTRATE, CONCENTRATE AND CONCENTRATE

QUESTION: Can a figure concentrate more than one action a turn?

ANSWER: Unless the description of the effect in question specifically states that the user can concentrate more than once per turn, the answer is no.

QUESTION: When attempting to parry a weapon that has a damage modifier, do you have to make a separate parry per damage multiplier, or does one roll stop all the damage?

ANSWER: A successful parry blocks the entire hit, allowing the figure to ignore all basic damage and modifiers.

DIMENSIONAL WARP'S STILL A GREAT GIFT!

QUESTION: When a unit casts Dimensional Warp, can it warp itself and return to anywhere on the table on the next turn?

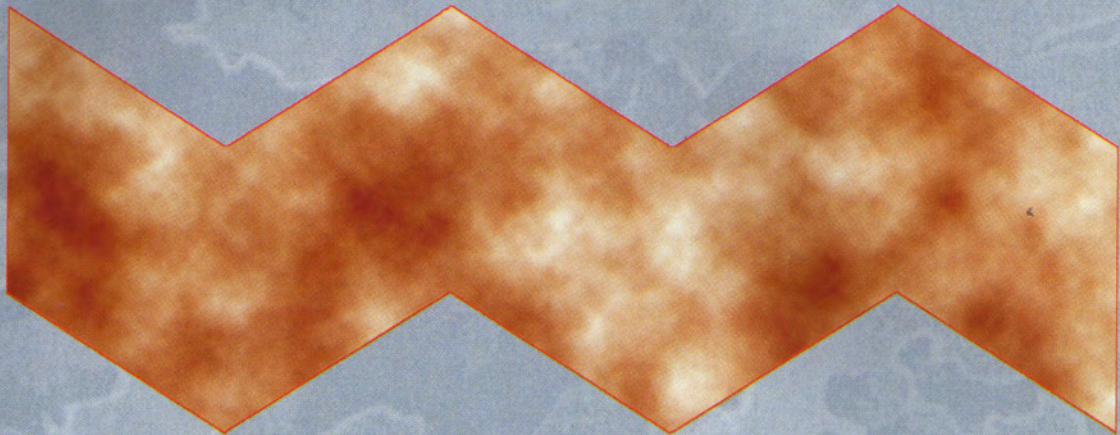
ANSWER: No. When Dimensional Warps remove a figure from the game table, it is removed permanently, so there's not much point in casting it on yourself.

QUESTION: Also regarding Dimensional Warp: when it says that you may return the figure anywhere on the board, does that mean that you may choose to keep the figure off the board?

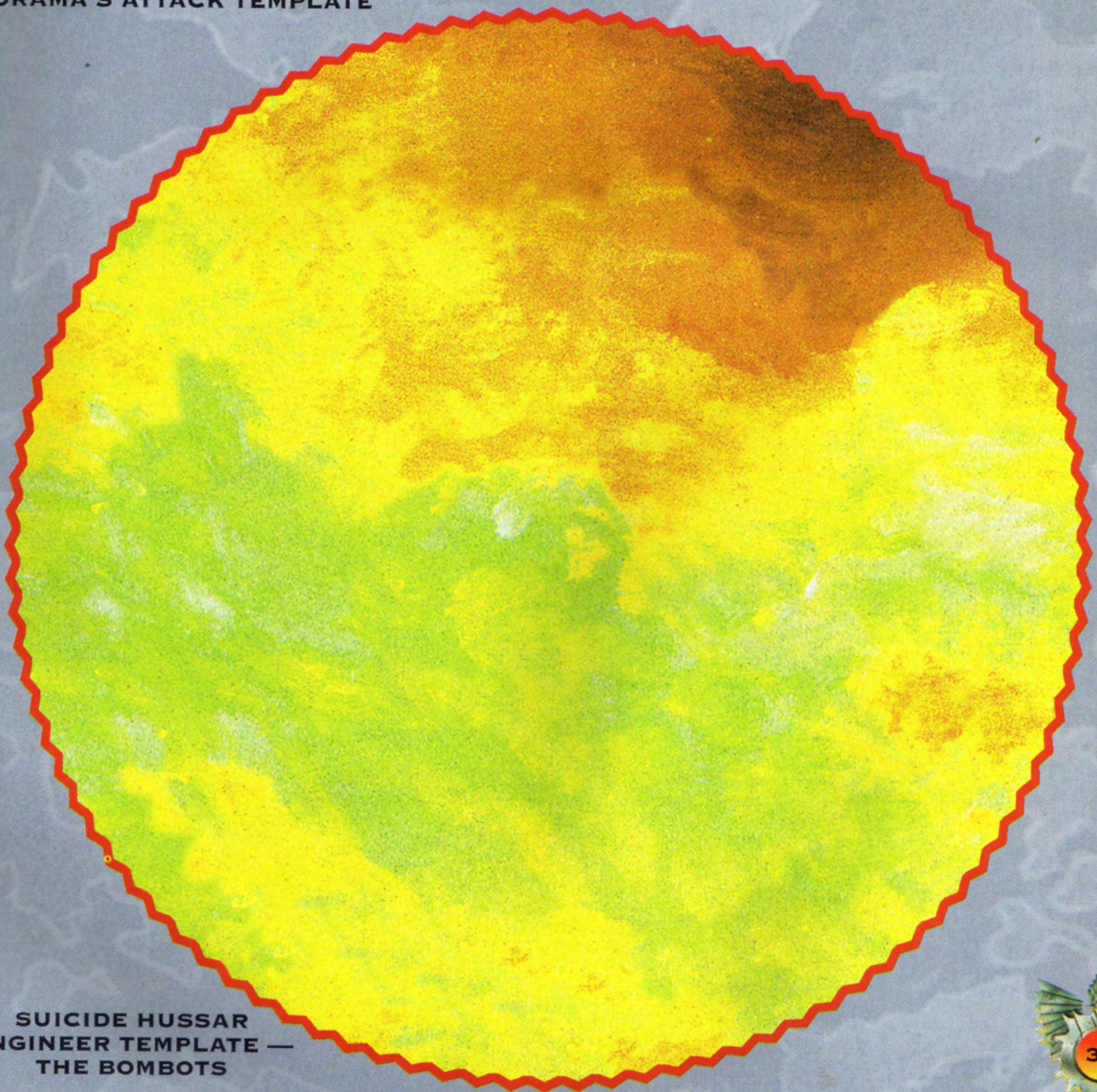
ANSWER: Nice try, but you must return the figure to the game table. Alakhai would be proud of your strategic ideas, though.



TEMPLATES



YORAMA'S ATTACK TEMPLATE



**SUICIDE HUSSAR
ENGINEER TEMPLATE —
THE BOMBOTS**



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